



BREAK QUEST

EXTRA EVOLUTION

MANUAL

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WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

BREAK QUEST

EXTRA EVOLUTION

BreakQuest: Extra Evolution is a unique, physics-based breaking blocks game, inspired by original BreakQuest, one of the best modern break-out games and officially licensed from Nurium Games. Created for PlayStation®Vita handheld entertainment system, this Freemium version features a balls packs micro-transactions purchases among various game features:

- 100 exclusively designed levels with new stylish art
- Ten unique boss levels to defeat
- New space shuttles (17 in total), each with special abilities or powers
- Endless Gravitor usage and the always charging energy shield walls
- 20 PlayStation®Network trophies for an outstanding performance
- Brand new power-ups and bonuses (more than 55 in total)
- New music tracks, created by The SandS Band
- Exchange “near” gifts (features exclusive shuttles and free balls)
- Scoreboards with Overall and Friends filters (global and for each level)

CONTROLS

Activate left energy shield

Activate right energy shield

Move
Shuttle

Activate
Gravitor

Launch
and Fire

Pause menu



For the touchscreen controls
scheme see next page

OPTIONS

MUSIC VOLUME - adjust music loudness.

SOUND FX - adjust SFX loudness.

SENSITIVITY - adjust shuttle movement speed.

TOUCH CONTROLS - enables touchscreen and rear touch pad controls. This option automatically enables Touchscreen and Rear touch pad options (see below).

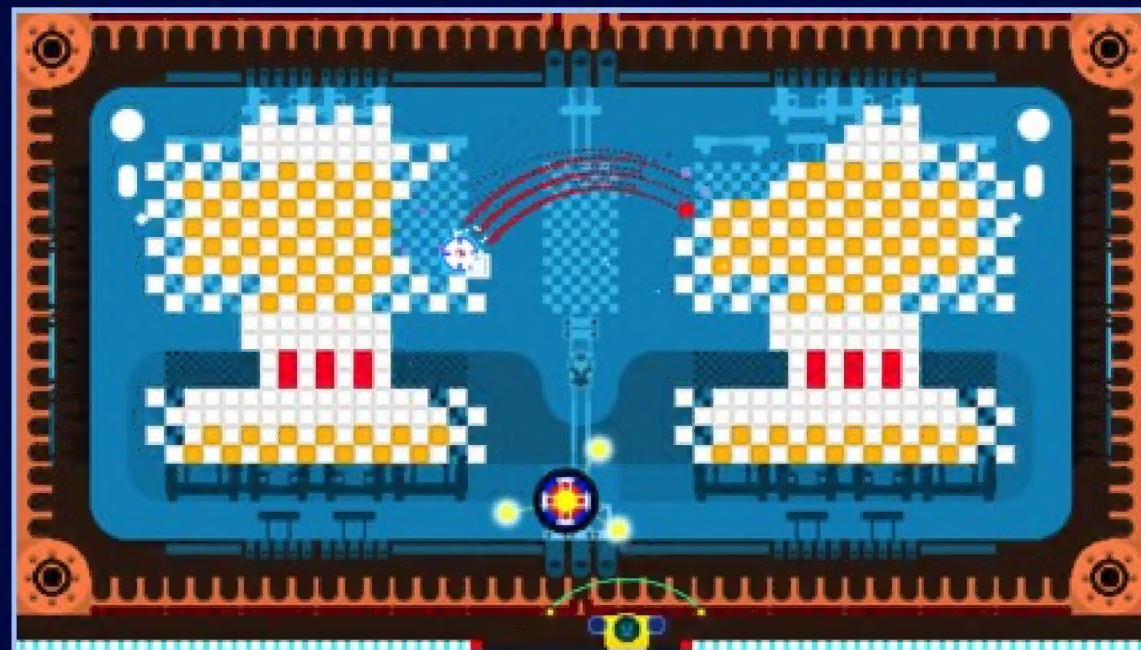
TOUCHSCREEN - enables front touchscreen controls: touch the left screen side to move shuttle towards left, touch the right side to move shuttle right direction. Tap energy shields area to activate them. Drag two fingers down the touchscreen to activate Gravitor. Fire and launch ball with X button.

REAR TOUCH PAD - enables rear touch pad: tap with two fingers to fire.

DYNAMIC GROUND - enables or disables dynamic background in the menu.



GRAVITOR



The Gravitor is unique perk that can be used to attract ball towards the bottom of the screen, or if applied properly, to guide a ball towards a specific block. This is very handy when you have to hit the last block in a level. Please note that Gravitor cannot be used if ball launched vertically (on the level ball launch). If you don't touch any destructible block for 30 seconds, you get awarded with GPS rocket bonus to help the smash any leftover blocks.

ENERGY SHIELDS

L

R

Activated shield

Damaged shield

Charging completed

Charging progress

Energy shield helps to keep balls flying and resists 2 ball bounces. Once ball launched, the charging lines grows from left and right sides till they meet each other in the middle. When the shield is fully charged (changed color to **cyan**), you can activate it via **L** or **R** buttons (for each side respectively). It's possible to activate shield during charging process but active shield area will be exactly as its current charge level and charging process starts over. If ball touches energy shield once, the wall changes color to **red** and considered damaged. One more bounce wipes damaged shield completely and its disappears.

LEVEL SELECT

Completed level

Available to play

Shuttle base

Try to explore all of them!

In the middle of the Level Select screen you can see Shuttle Base shortcut to change shuttle type or create extra balls.

You can jump into any available to play level in an arbitrary order. Enjoy the exploration of variety of levels - if you can't beat one level, you can always choose another one any time.

Each level also has own score boards with overall, friends and your score filters (switch with Triangle button).

The boss levels are located at the close to edges so you can reach them with different routes.

GIFTS AND BOSSES

GIFT

TOUCH
TO DROP GIFT



To receive **new shuttles**, you have to defeat bosses. Each boss has a special shuttle with different power-ups. Please note, that when the boss level begins, shuttle will be automatically switched to the basic type.

Once boss defeated, you also will able to drop a random “near” gift for all players. The gifts are: more shuttles types (some of them available exclusively via gifts) and extra balls packs. So be sure to find and accept the gifts eventually - they are precious!

EXTRA BALLS

BALLS



x 426

PARTS



Balls count

Parts pool

There is mechanism in the game which helps to increase number of balls by collecting ball parts bonuses. Parts pool have capacity for 20 ball quarter parts or 10 half ball parts or 5 full ball parts (the 3/4 parts also exists). To activate (convert) ball parts into **extra balls** please visit the **Pause Menu** during game or **Shuttle Base** and press the Triangle button.

SHUTTLE BASE

Shuttle type

SHUTTLE



Shuttle and its power-up description

SPECIFICATION

CASUAL

BASIC SHUTTLE.

YOU CAN USE ONLY THIS
SHUTTLE TO FIGHT WITH
THE BOSSES.

In the Shuttle Base you able to switch between collected shuttles. To select the shuttle please swipe left/right or press **L** or **R** buttons.

WEAPON ARSENAL



AUTOMATIC GUN

Fast weapon with auto fire enabled.



DOUBLE GUN

Two phasers are attached to bumper's sides.



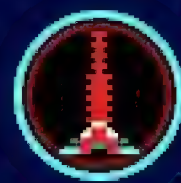
POWER GUN

Powerful gun with an extra destruction power.



SPREAD GUN

Fast auto fired weapon that spreads the bullets over a wide area.



SEEKER MISSILE

Fire once to start targeting, fire again to launch and destroy!



GPS MISSILE

Once launched, you can control it by moving your ship to sides.



BIG MISSILE

Powerful but slow. Be warned that explosions push everything!



DUMB / SMART MINES

Loads when ball bounces the bumper.

POWER-UPS



QUARTER BALL PART

Collect 4 for an extra ball.
Activate it in Pause menu.



HALF BALL PART

Collect 2 for an extra ball.
Activate it in Pause menu.



FULL BALL PART

A complete extra ball!
3/4 parts also available!



MULTIBALL

Three balls total on the
fly on the game level.



SPUTNIK

A small satellite attachment.
It is not as powerful as the ball
itself but still very helpful.



MULTI SPUTNIK

This rare power-up attaches 3
different satellites to the ball.



FIREBALL

Ball starts burning! Extra power
against bricks and enemies.



AUTO ENERGY SHIELD

An instant energy shield charge
to immediate activation.

POWER-DOWNS



INFECTED ENGINE

Your engines are damaged. Maneuverability is affected.



INFECTED BALL

Ball gets infected. It will not fly straight for a while.



TRUMBLE

An earthquake shake blast! Engines still working.



INVERSE

Controls are reversed for a short period of time.



X-BUMPER

Bumper is disabled for a while. Use shuttle body to deflect the balls.



KICK

Shuttle is kicked aside. Be sure to avoid these.



VOLT

An electromagnetic pulse paralyzes all control systems for a short time.



FREEZER

The stabilization system gets frozen. Maneuverability is seriously affected.

BALL MODIFIERS



SMALL BALL
Ball shrinks.



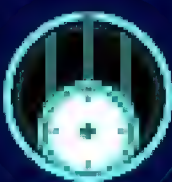
TRIANGLE SHAPE
Makes ball harder to control.



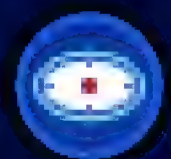
BIG BALL
Ball is expanded.



SQUARED SHAPE
Makes ball harder to control.



SLOWER SPEED
Ball is decelerated.



ELLIPSE SHAPE
Makes ball harder to control.



FASTER SPEED
Ball is accelerated.



EGG SHAPE
Makes ball harder to control.

BUMPER MODIFIERS



These pills changes the shape of the bumper for a limited amount of time.



BUMPER
UP / DOWN



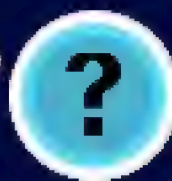
OUT-CURVE UP / DOWN.
IN-CURVE UP/DOWN



BUMPER
SHRINK / EXPAND



MAGNETO
ON / OFF



RANDOM
BONUS ITEM!

SCOREBOARDS

HI - SCORES						
OVERALL		FRIENDS		MY		
	NAME	SCORES			DONE	
1.	YURII777777777	467	587	960	0%	
2.	ANKIRK	456	789	789	0%	
3.	TIRECT	32	861	670	91%	
4.	TYD223MA	32	465	578	0%	
5.	CARNIVORE	5	565	226	42%	
6.	BEATSHAPERSDEV13	3	975	160	20%	
7.	SCERND1	2	367	780	21%	
8.	SAHA3891	2	345	698	8%	
9.	NERF	1	234	567	0%	
10.	QWERTY	1	234	567	0%	
11.	SEVA	1	000	000	0%	
12.	AKTION		999	999	0%	

↑↓ NAVIGATION

L

R

CHANGE FILTER

Swipe up and down to browse through global high scores pages. Press **L** or **R** buttons to switch between Your scores, Your friends scores and Overall top high scores table.

LEVEL RESULTS

QUAD COLORS



Time Bonus

Level completed

New high score

MISSION COMPLETED!

NEW HI-SCORE!	177637
TIME BONUS	172537
SCORE	177637

WORLD'S MAP
SHUTTLE BASE
MAIN MENU

↑↓ NAVIGATION

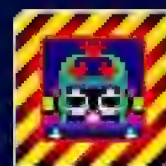
⊗ OK



Awarded with
new shuttle unlock.
Image may vary.



Indicate last
ball loss



Boss has been
defeated!

CREDITS

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SEVA BABANIN

ART AND DESIGN: ALEXANDER KRAVCHUK

PARTICLES EFFECTS: YURA KHOLODILOV

MUSIC: THE SANDS BAND (MANWE, PRESTON, RAIN,
TANGERINE, XANAH, TREKS)

MAIN THEME MUSIC: MAX ERMOLAEV

QA: ANDREY KLUY

TRAILER CINEMATICS: DENIS ROMANOV

ADDITIONAL ARTWORK: MICHAEL KORSHUNOV

PRODUCER: ALEXEY MENSHIKOV

ORIGINAL GAME CREATED AND DESIGNED BY
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ORIGINAL MUSIC: MANIACS OF NOISE

INFORMATION

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MUSIC BOX



Press **L+R+X** buttons same time while in **Main Menu**
to reveal **Music Box** mode and enjoy the tunes
created by The Sands Band's composers:

Manwe, Preston, Rain, Tangerine, Xanah, Treks.

More information about the collective available at their web site

<http://thesands.ru>

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